











The success of a **client-server** architecture depends almost entirely upon **network performance**. The handbook permits a wide choice of **network** technologies ...  
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in a unique **host** in the **network**, thus making this approach .... Whereas in traditional **client-server** models a server **node** offers a ...  
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Guide For Protecting Local Area Networks And Wide Area Networks ...

locations/devices on the **network**, make **connections** between **nodes**, and handle the .... and **performance** evaluation, but can also provide useful **information** ...  
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However, such **access** shall not interfere with the **performance** of work by current .... Installation shall include **connection** of equipment to DTV **network** ...  
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variable on each **client node** to refer to the single server. (Legacy .... server **host** and communicate the **host ID** **information** about the server **nodes** to ...  
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